

Indoor AE – Dynamic rules

Addendum A4 (New)

Clarifications to speed rounds:

Verticals :

You must be completely on your side of the centre-line when you start and finish the verticals. You can drift over during the vertical but must finish back on your side. All verticals start and finish head down.

Classic :

You must perform the head down 180 turn before your head gets below the ring.

Butterfly :

You must be completely on your side of the centre-line when you start the bottom loop. Any sign of the transition and you are not completely on your side of the centre line will result in a five (5) second penalty .

Mixers :

You must be completely on your side of the centre-line when you start and finish the mixers. Mixers - head down snakes; The mixer finishes once you have done the bottom loop to head down. Mixers - head up snakes; The mixer finishes once you have done the back layout through you belly and are in head up position before you stall back. (Head up outface position before you stall back is when you need to be completely on your side of the centre-line.)

All turns during verticals :

Every single turn you perform during verticals must be towards the finish sideline including barrel rolls. (Sideline is usually coloured blue)

So each page you will turn in the opposite direction.

Example : Classics from head up snake and head down snakes. Head down turn on page one (1) and three (3) will be right shoulder forward and page two (2) will be left shoulder forward and for the head up turn during the classic on page one (1) and three (3) will be right shoulder forward and page two (2) will be left shoulder forward.

Barrel roll :

You must start the barrel roll on your belly when your head is in line with the sidelines... It will be a bust if the barrel roll is performed before or after your head is at the sideline, it will result in a five (5) second penalty.

Head up circles and head up shuffler :

All transitions to head up must be performed and finished before any part of the body touches the sideline. If you touch the sideline whilst transitioning, or are not completely in position when you pass the sideline, this will result in a five (5) second penalty.

Challenge the bust:

6.4. Scores and Results:

6.4.1 The final time for each Speed Routine will be published, including the raw speed routine completion time, time penalties, infringement types and any omissions.

6.4.1. A Team can challenge the Judges decision on a bust. The Judge will then check camera footage to determine whether or not it was a bust. If it is a bust, the team cannot challenge again in the whole competition. If a bust was challenged and it is not a bust, the team will not lose its right to challenge again.

6.4.1.1 All Teams get only one (1) challenge during the whole competition.

6.4.1.2 During qualification, a challenge can be made at the end of the round, before the start of the next round.

6.4.1.3 During the tournament, the challenge should be made before the beginning of the next battle.

More updates:

Updating the tournament brackets in the rules.

We need to add up to 32 teams as now it is an acceptable number of D2W teams.